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Concepts -- The Experimental Method as an Evaluation Tool in Serious Games Research and Development -- Operationalization and Measurement of Evaluation Constructs -- Personalized and Adaptive Serious Games -- Embodied Interaction in Play: BodyBased and Natural Interaction in Games -- Affective Computing in Games -- Social Network Games -- Pervasive Games -- Storytelling in Serious Games.

Sommario/riassunto	The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015. .